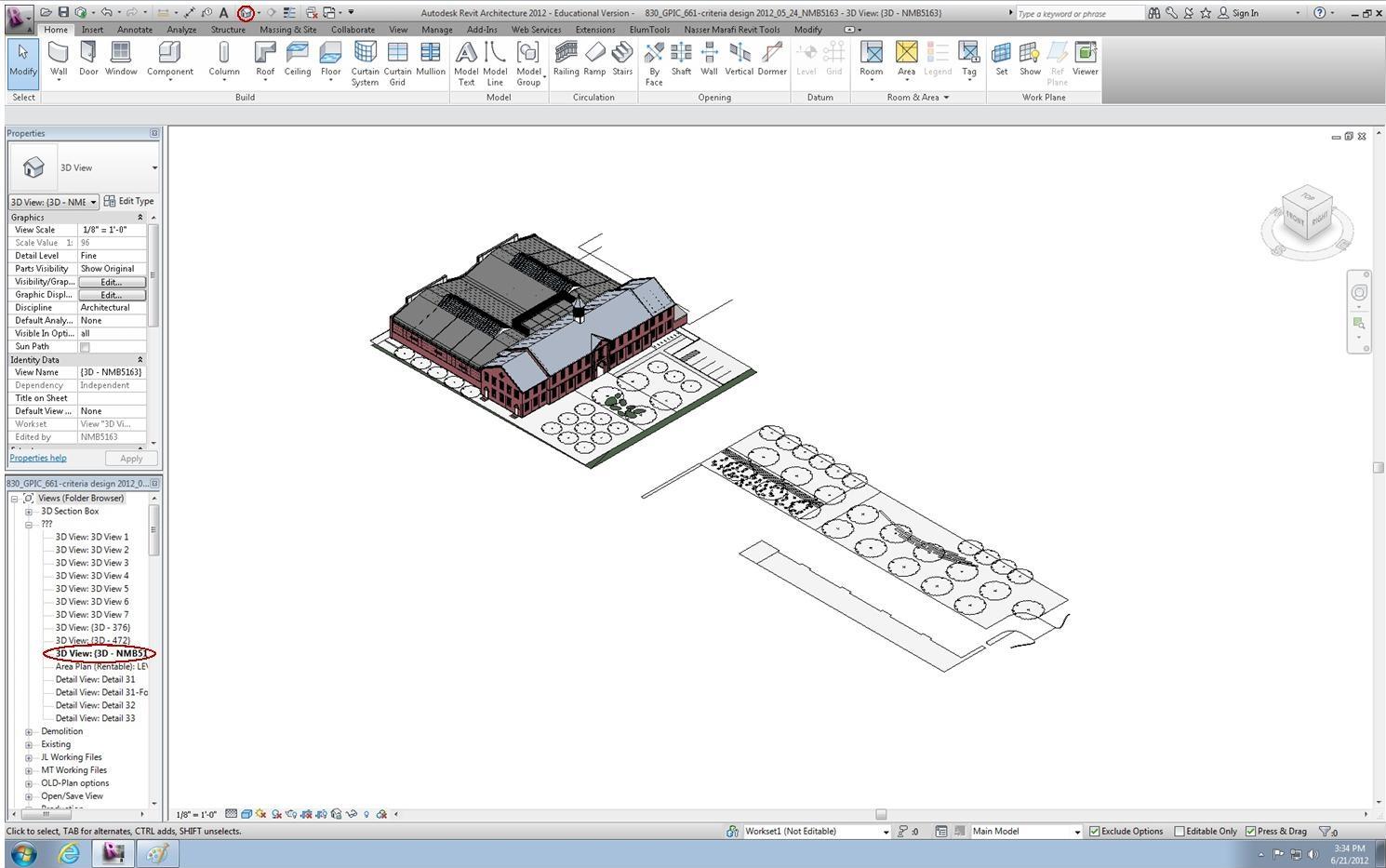
## Export Your Model from Revit

Please review the Revit Modeling Standards if producing your own model

1. Open your Revit building file.

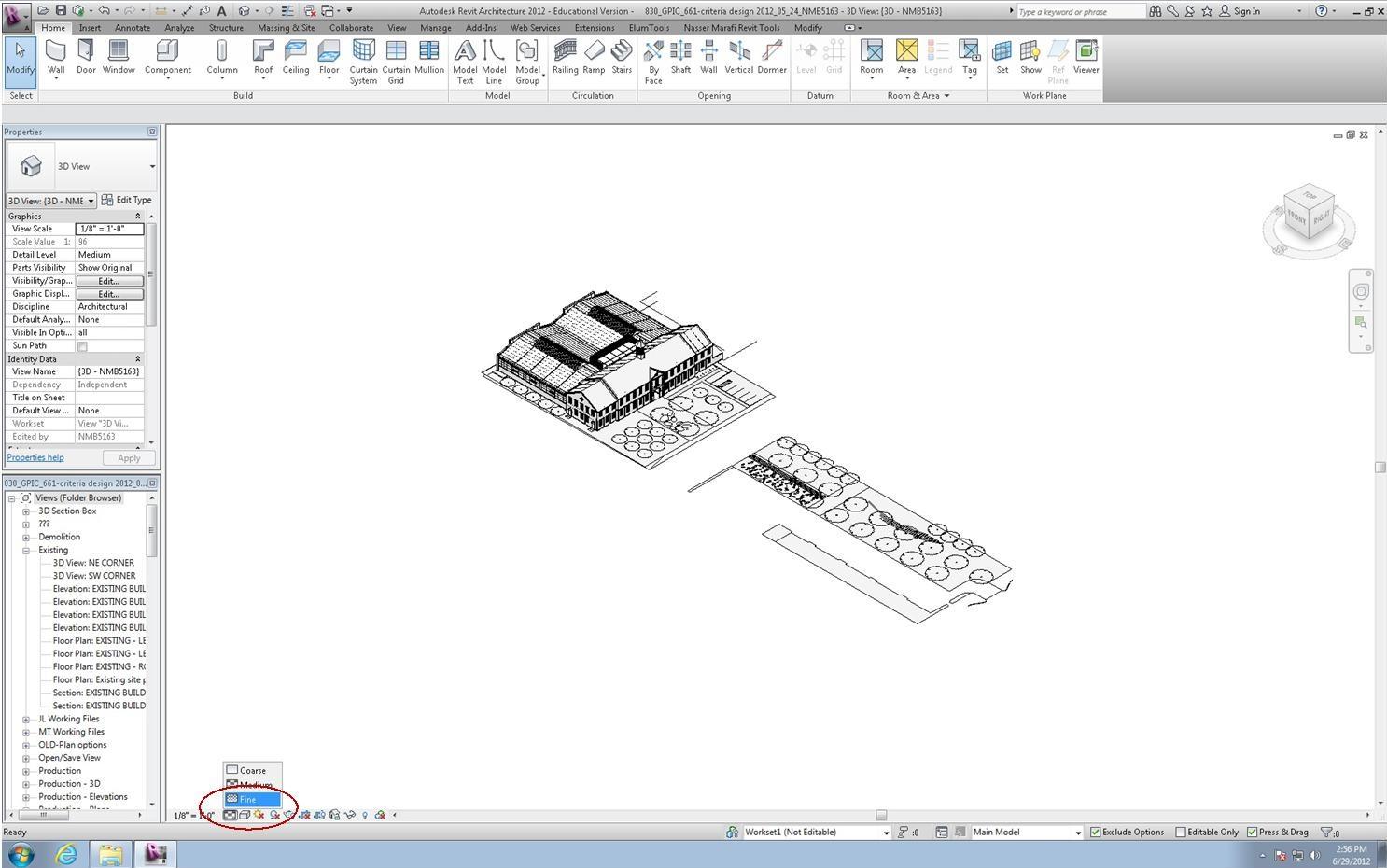
**Note:** If you are working with worksets, for best results export from the central file with no other worksets open or accessed by another user.

1. Go to the home 3D view. This can be accessed by clicking the “House” button at the top of the screen, Figure 1, or by finding it in your *Project Browser*.



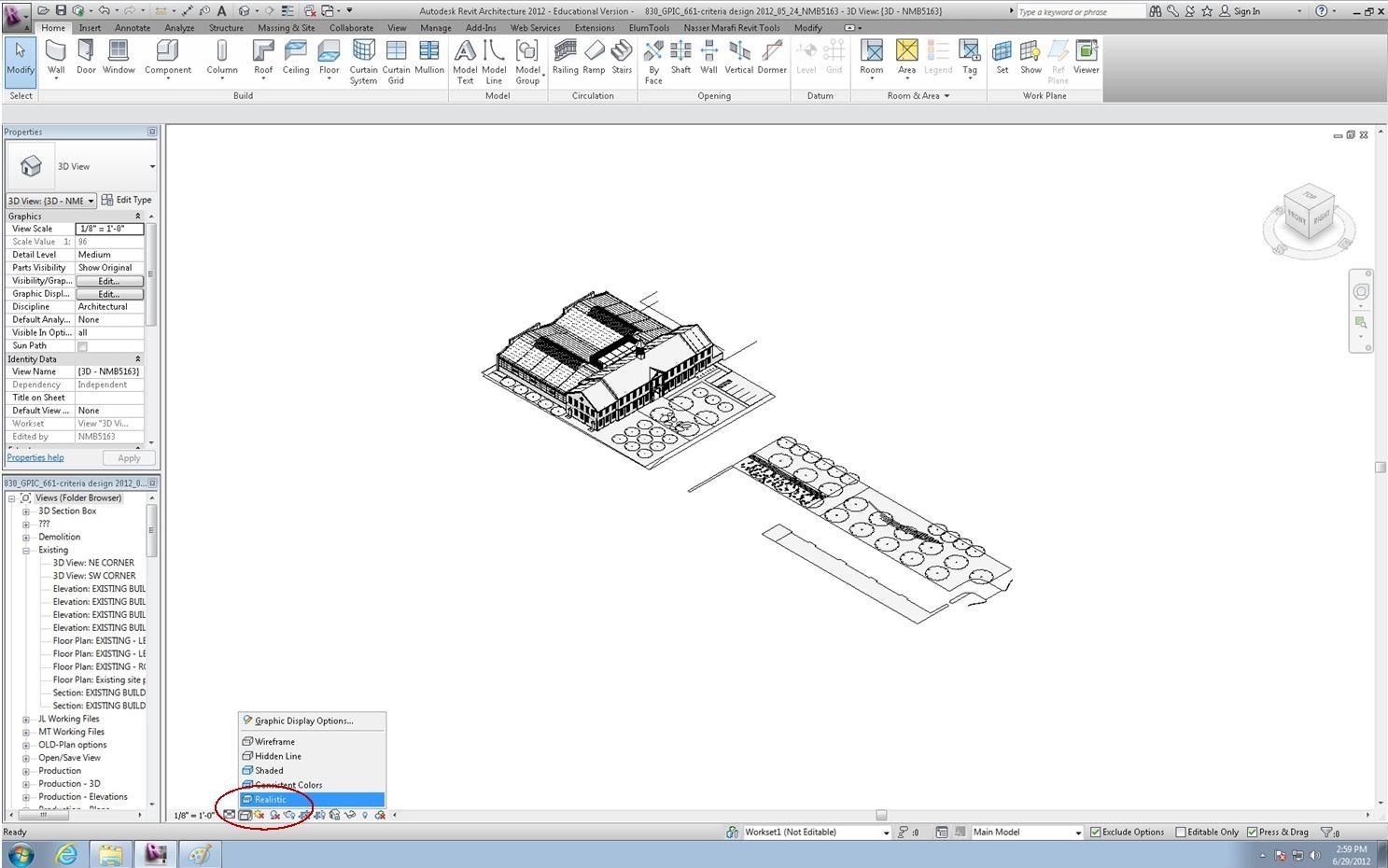
**Figure 1:** Home 3D View and its Access Points

1. Set the *Level of Detail* to *Fine* in the bottom toolbar of the selected 3D view to export. See Figure 2.



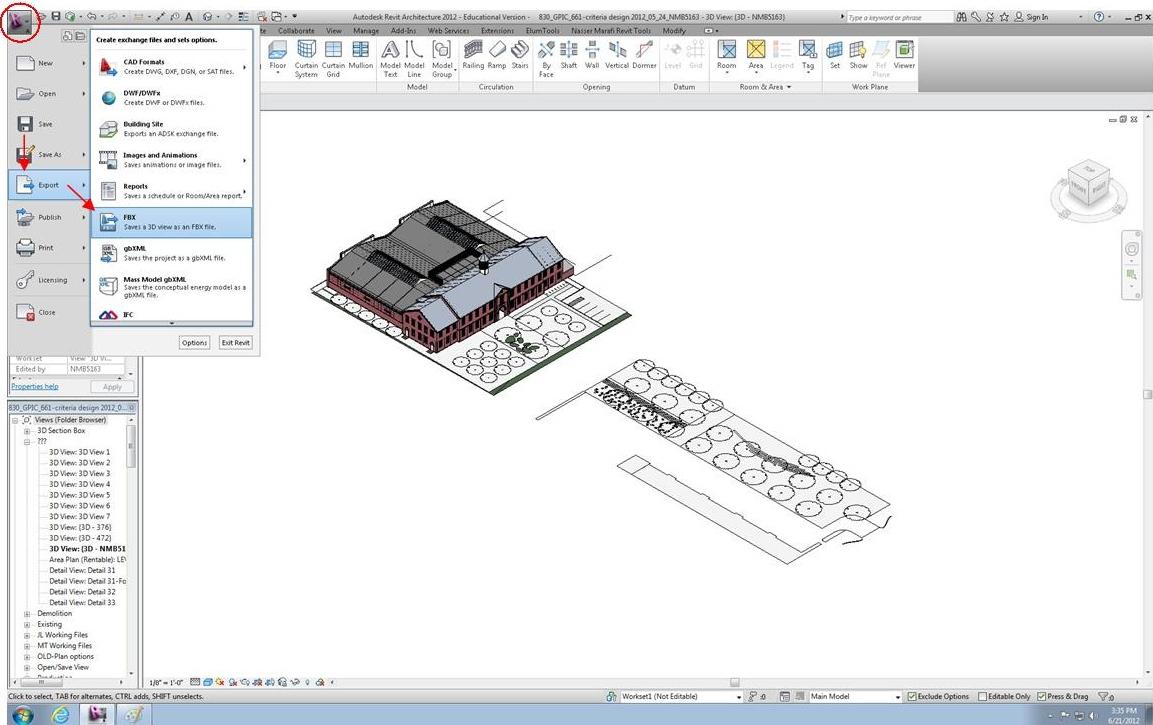
**Figure 2:** Setting the Level of Detail to Fine in Revit’s 3D View

1. Set the *Visual Style* to *Realistic* in the bottom toolbar of the selected 3D view to export. See Figure 3.



**Figure 3:** Setting the Visual Style to Realistic in Revit’s 3D View

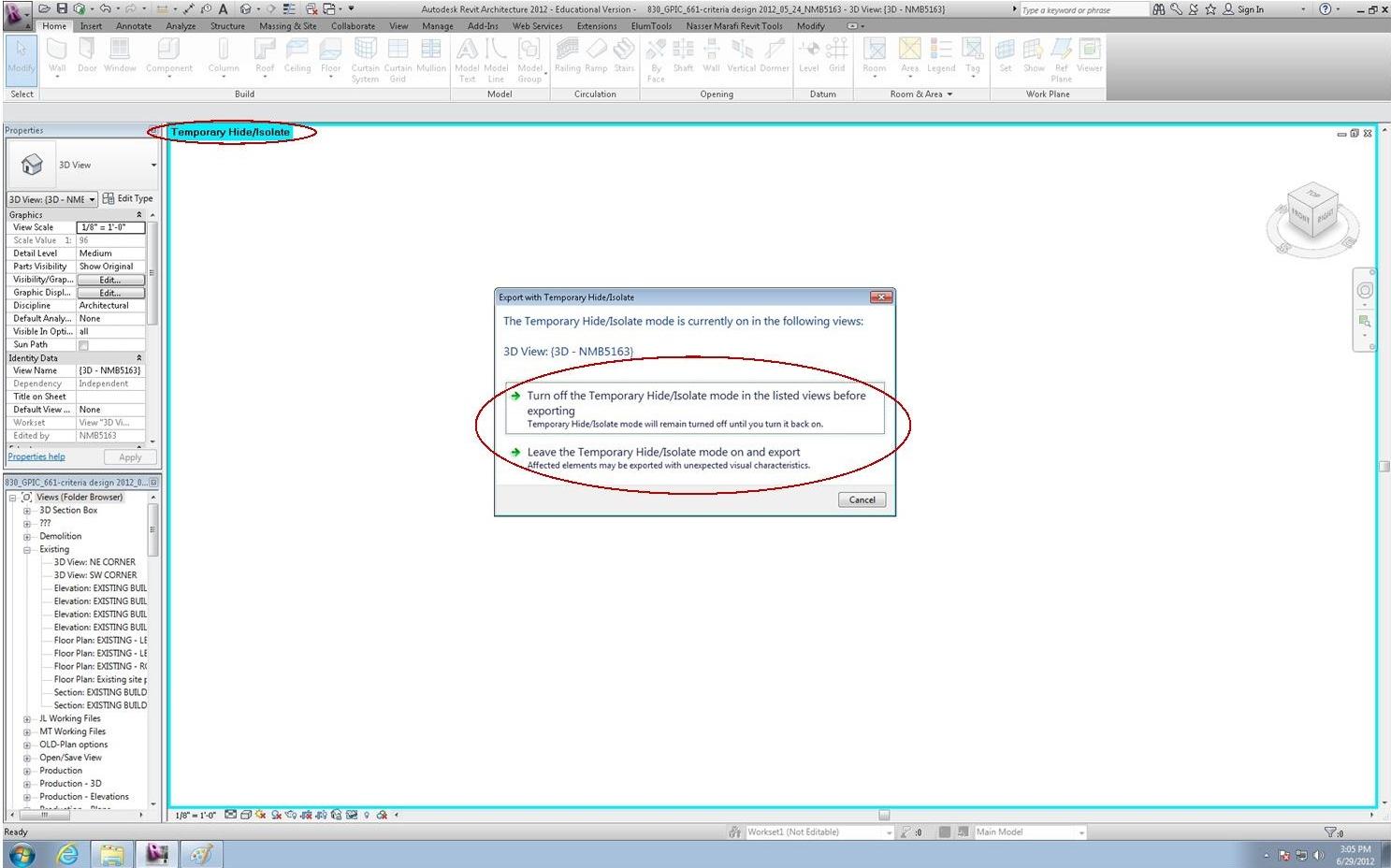
1. Click on the purple “R” (Revit 2012) or similar icon in the top left-hand corner of the screen, then scroll down to *Export*, then scroll over to and select the *FBX* option. See Figure 4.



**Figure 4:** Exporting the Model as an FBX Menu Option

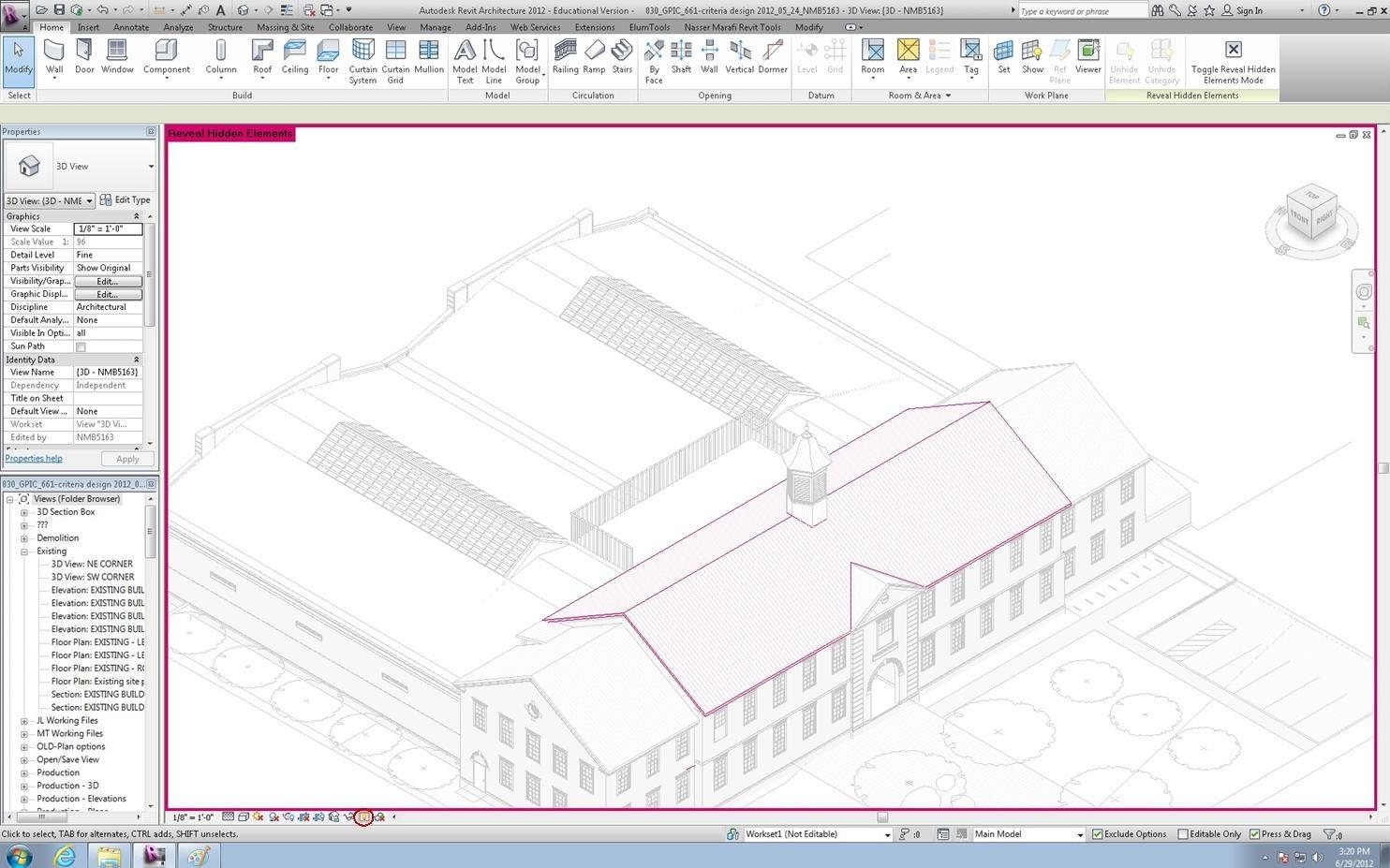
1. In case of temporarily hidden or isolated objects, see Figure 5.

**Note:** If the *Apply Hide/Isolate to View* option was selected, then the hidden object(s) will not export without unhiding/revealing the object(s) in the view manually.



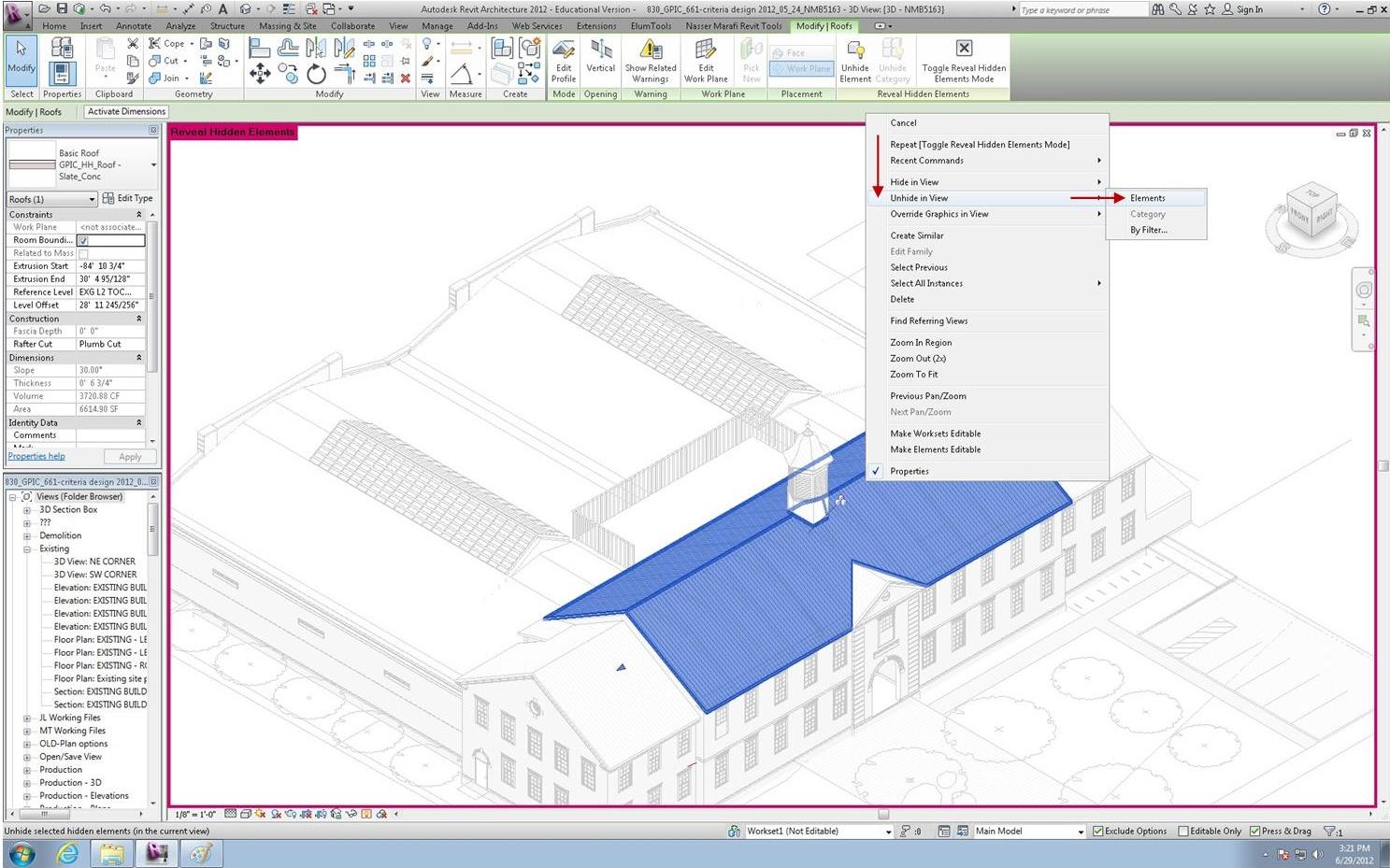
**Figure 5:** Temporary Hide/Isolate Export Options Window

1. In case of the *Apply Hide/Isolate to View* option being selected:
   1. Click the *Show Hidden Elements* button in the 3D view as shown in Figure 6.



**Figure 6:** Showing Hidden Elements in the 3D View.

* 1. Select the hidden object(s), then right click on them, scroll to *Unhide in View*, then scroll to *Elements* and click it. See Figure 7.

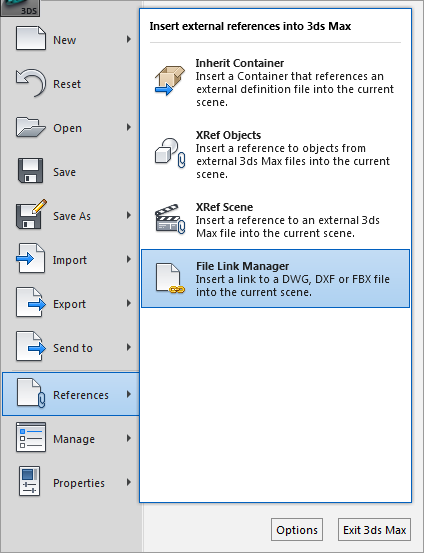


**Figure 7:** Unhiding a Hidden Element in the 3D View

1. Save the FBX anywhere it is convenient. It can be saved either locally or on a network, but if it is being pushed through into Unity it should ideally be saved locally.

## Import Your Model into 3D Studio Max (3DS Max)

1. Open 3D Studio Max.
2. Click on the “M” (3D Studio Max 2013) or similar icon in the top left-hand corner of the screen, scroll down to **Reference**, then scroll over to **File Link Manager***.* See Figure 8.



**Figure 8:** Iinking a File into 3D Studio Max Menu Option

1. Under the **Attach** tab, click on **File**, and select your .FBX exported from Revit. After that, click the Preset dropdown menu, and select **Combine by Revit Category**. See Figure 9

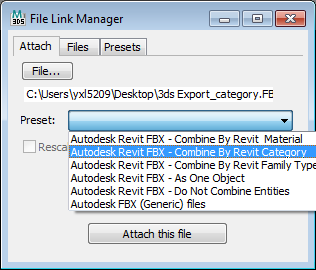
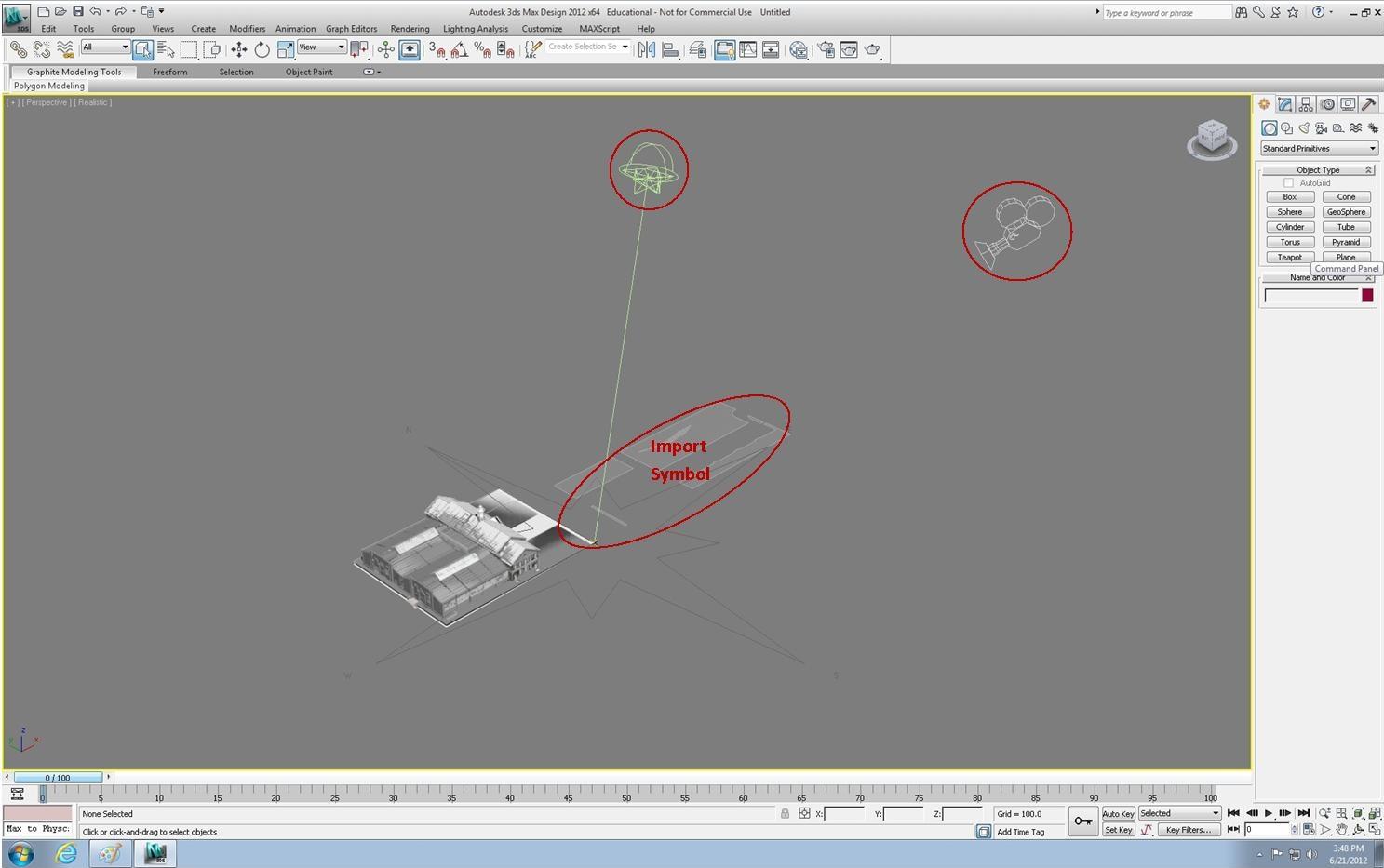


Figure 9: select the .FBX file

**Figure 9:** FBX Import Information Screen

1. Under the File tab, click on the link of your model, and click Bind. After binding, save your scene. Note that your scene is a part of a 3ds project, so note down the path of your project when you save you scene.
2. Delete any sun, sky, cameras or import symbols that may have imported with the model. See examples in Figure 10.

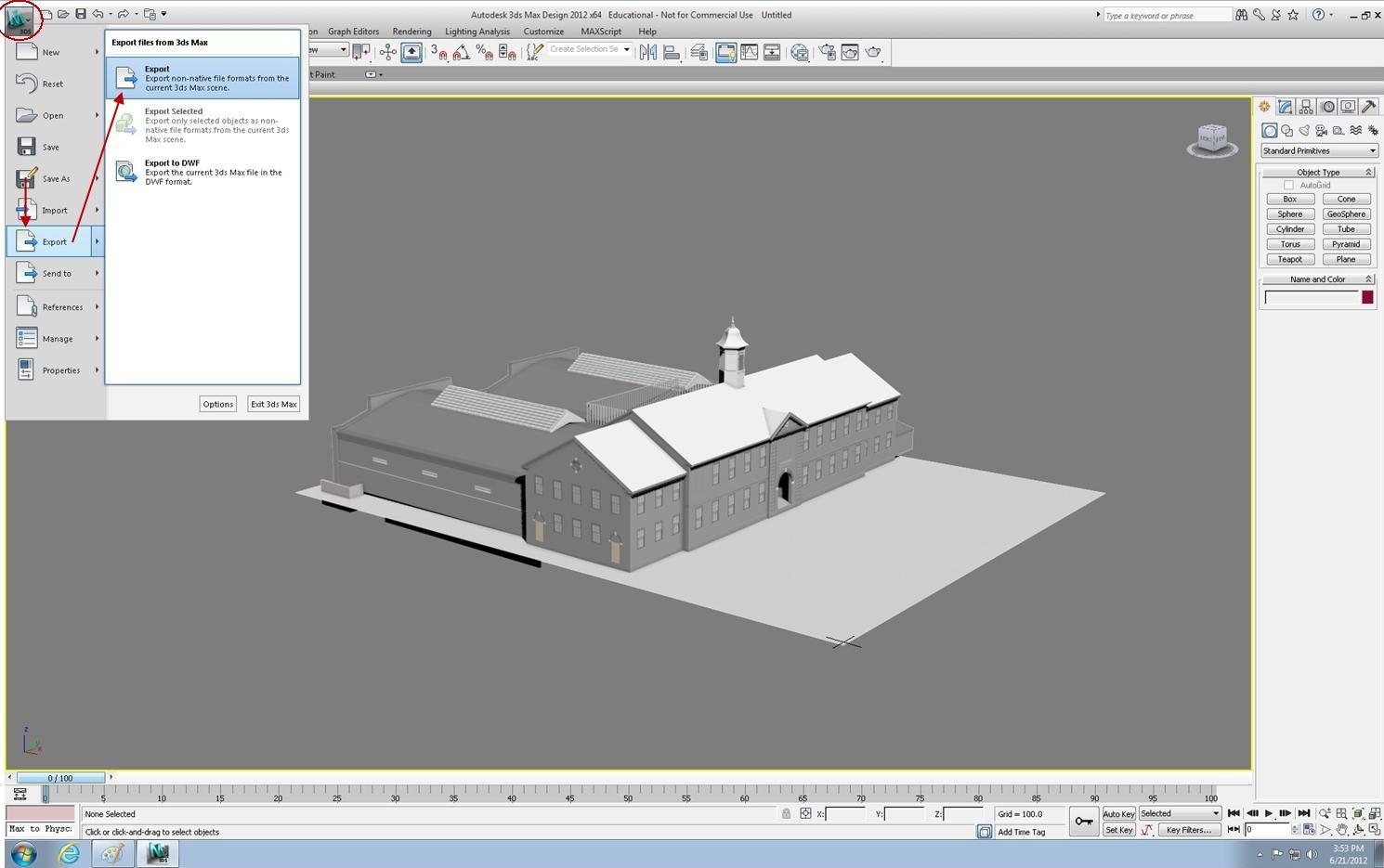
**Note:** Deleting these elements will not change or lose the geolocation of the model.



**Figure 10:** Sun, Camera and Import Symbol Examples to Delete

## Export Your Model from 3DS Max

1. Click on the “M” or similar icon in the top left-hand corner of the screen. Scroll down to *Export*, then scroll over to *Export* as shown in Figure 11.



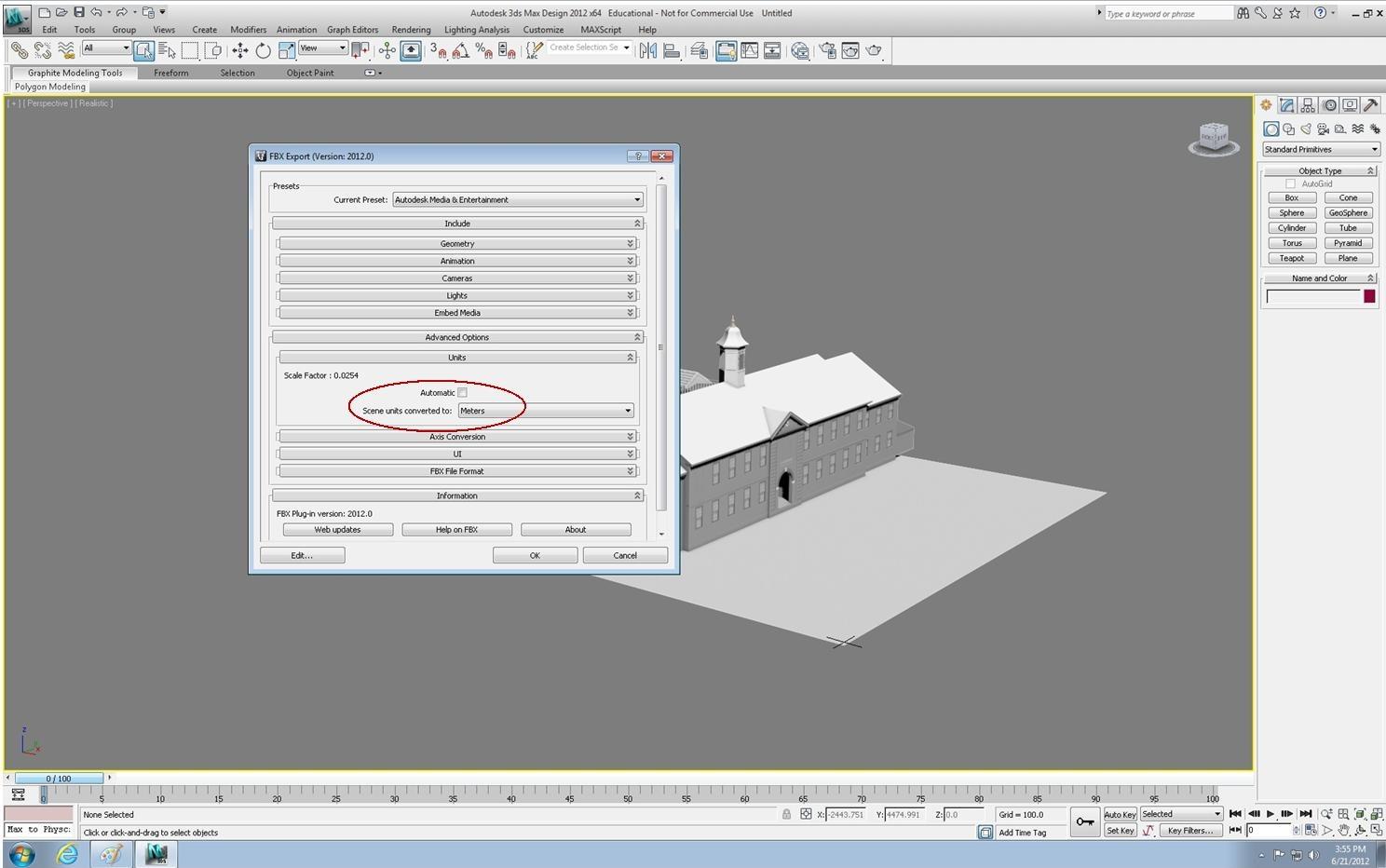
**Figure 11:** Menu Navigation for Exporting a Model

1. Name the file, select .fbx from the *File Type* drop down menu, and save the file.

**Note:** This FBX should be saved locally to import into Unity as an asset.

1. Change the FBX file units to meters in the *Advanced Options* and *Units* tabs of the *FBX Export* screen as seen in Figure 12.

**Note:** The *Automatic* option may have to be unchecked.

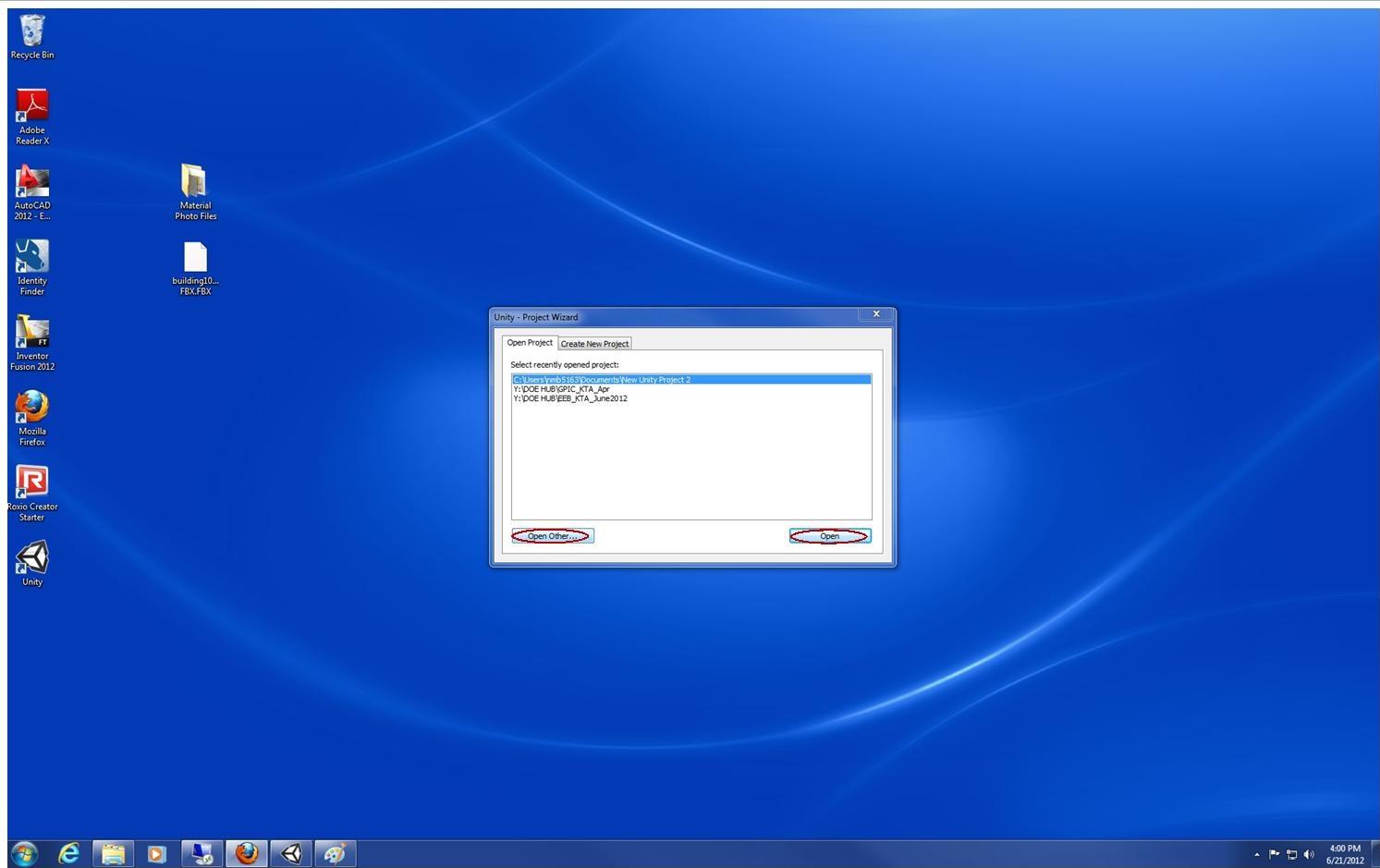


**Figure 12:** Changing the FBX File Units to Meters

1. Click *OK* and model will export the FBX file.

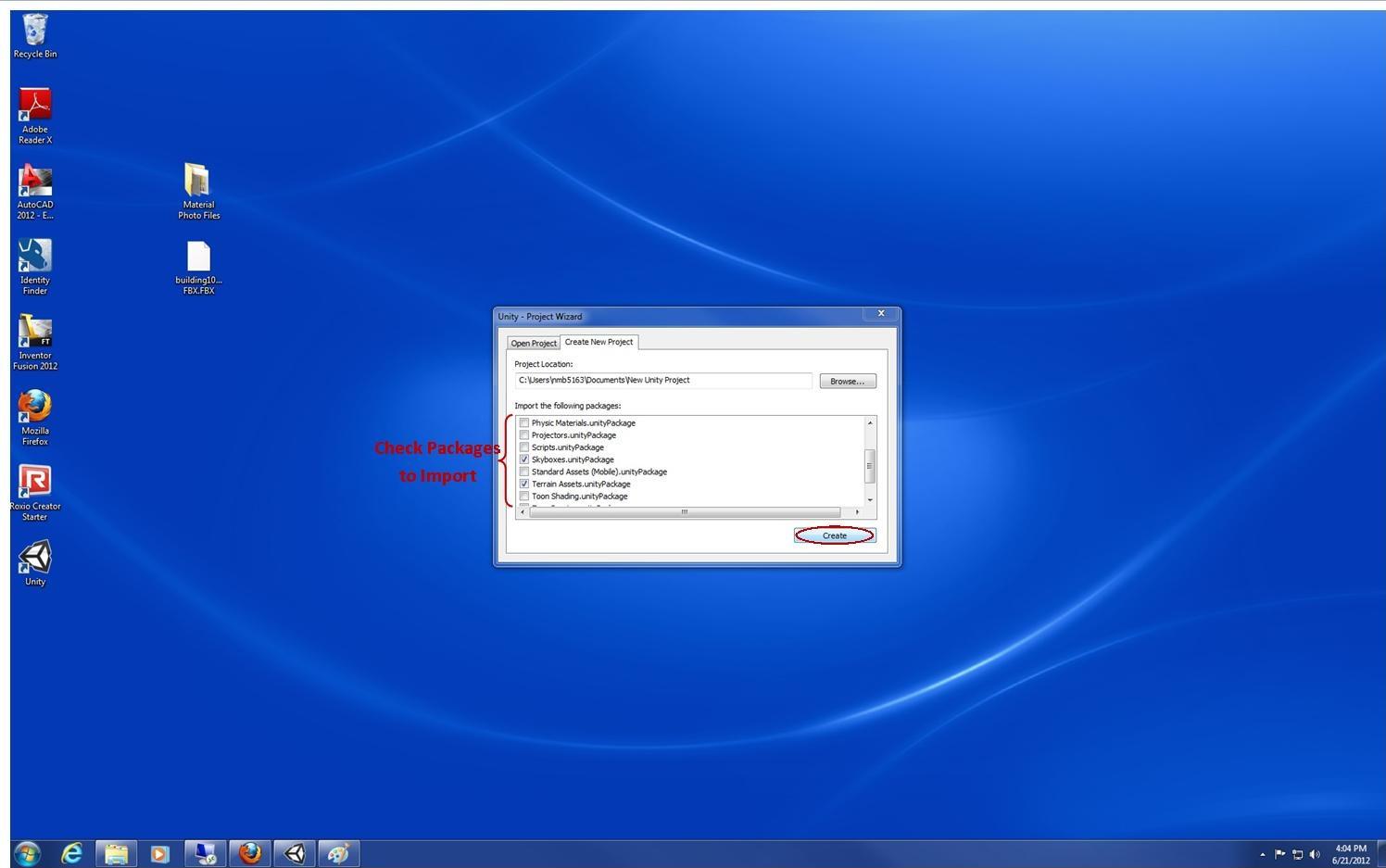
## Import Your Model into Unity

1. Open Unity
2. *Open Project*-Select a project if any are listed. If not or the one you are looking for is not there, click *Open Other...* and find a project to open. Then, click *Open* as shown in Figure 14.



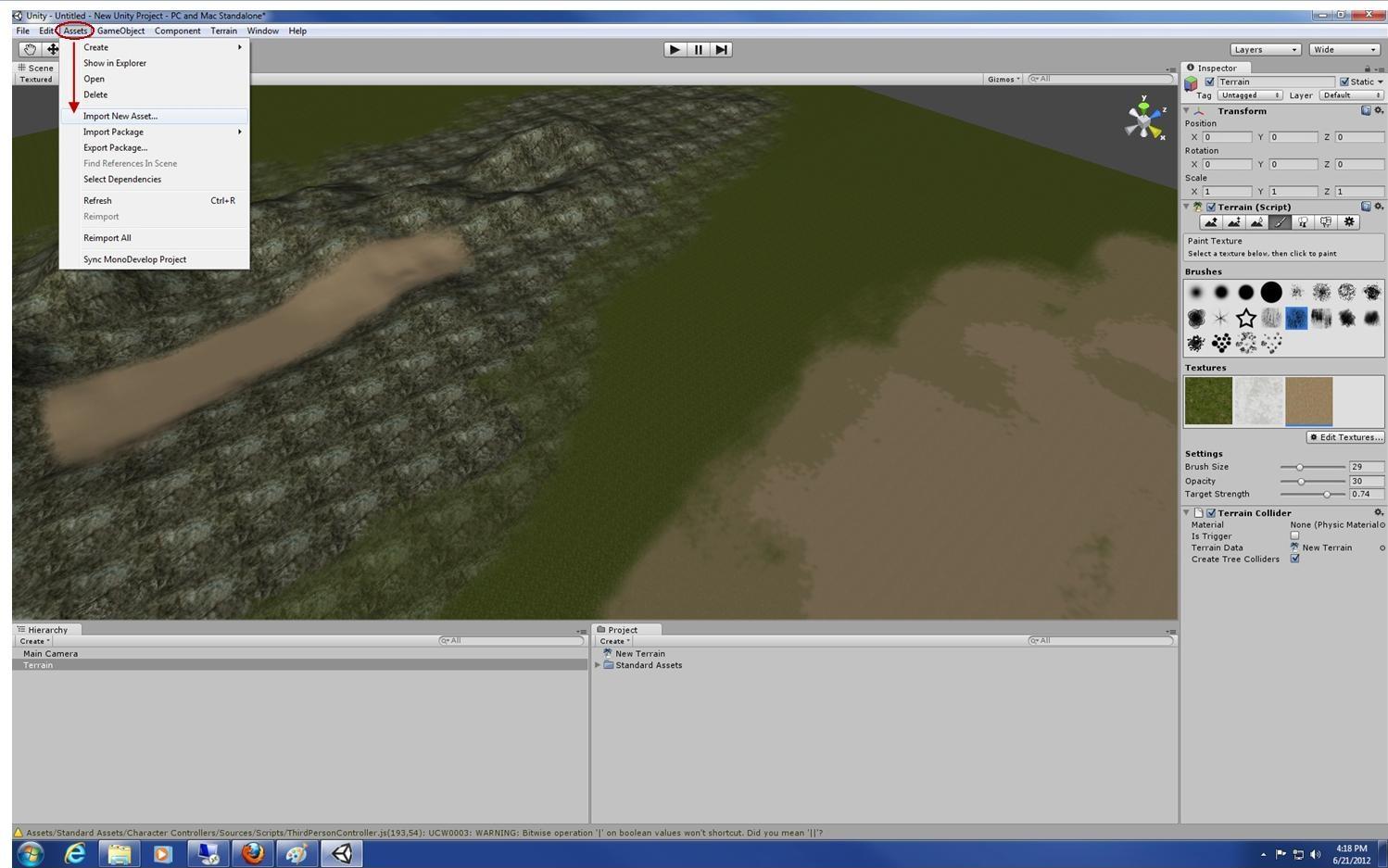
**Figure 14:** Opening a Saved Unity Project

* 1. *New Project*-Scroll through the Unity Package list and import the following by checking the boxes to their left: *Character Controller, Skyboxes,* and *Terrain Assets* as shown in Figure 15. Click *Create*.



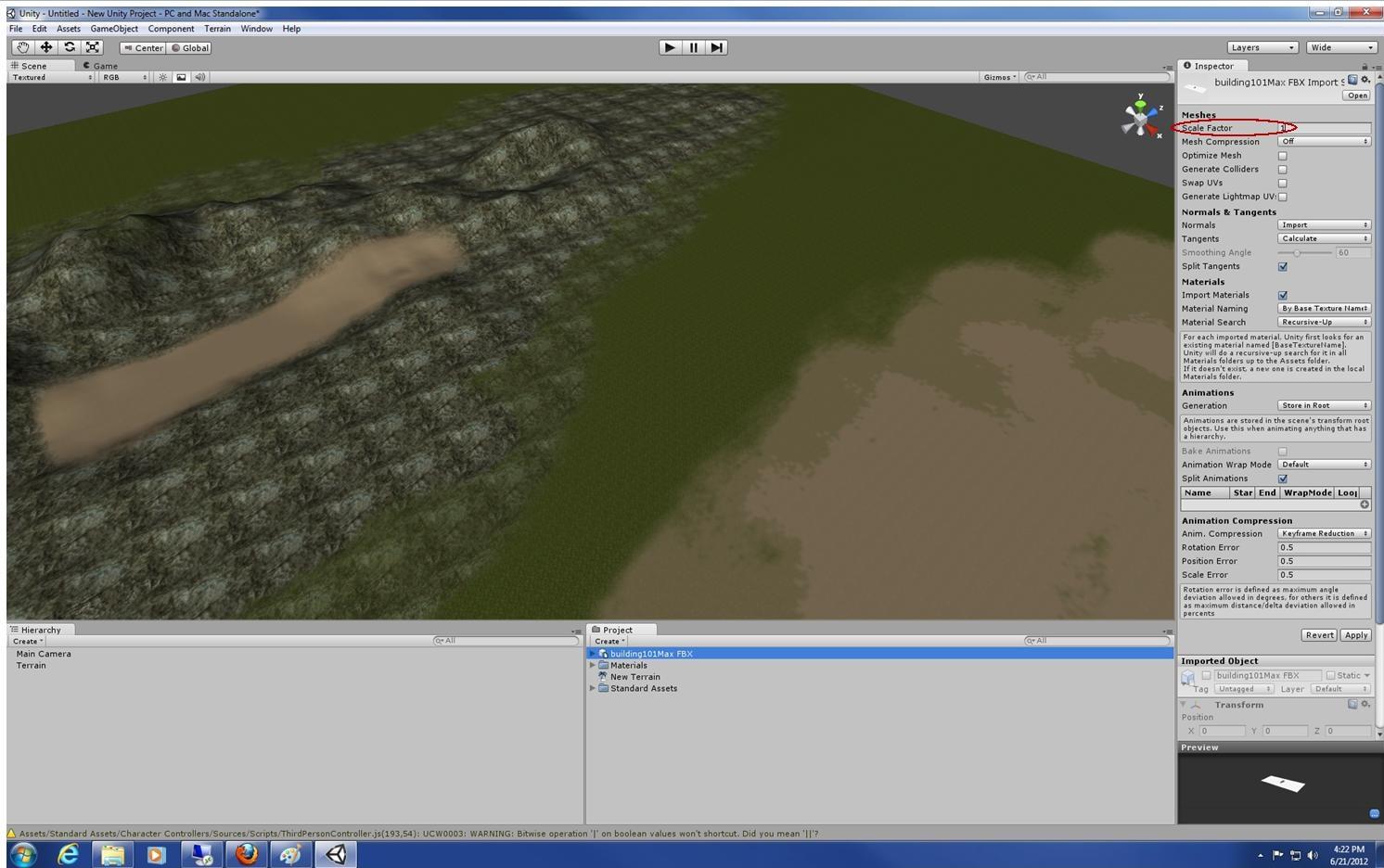
**Figure 15:** Selecting Unity Packages to Import to Start a New Project

1. Unity will open with either the saved project you load or the new project you created.
2. Click on the *Assets* menu in the top toolbar.
3. Click *Import New Asset...* from the *Assets* drop down menu as shown in Figure 16.



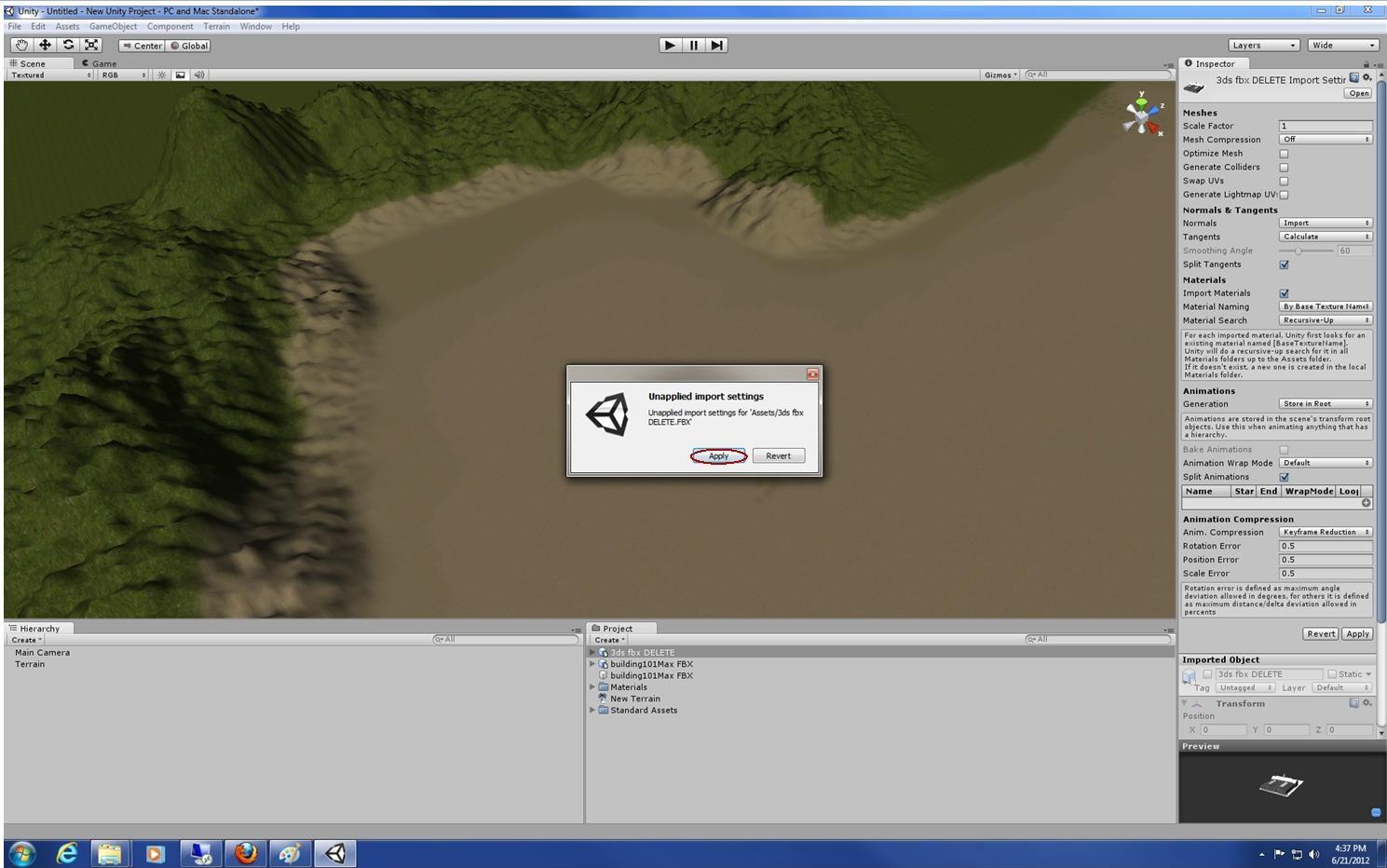
**Figure 16:** Menu Navigation to Import a New Asset

1. Locate the saved FBX and click *Import.*
2. The model will load into the project which may take some time depending on size of the model.
3. Set the FBX *Scale Factor* to 1 in the *Inspector* when the model selected in Unity’s *Scene Window* as shown in Figure 17.



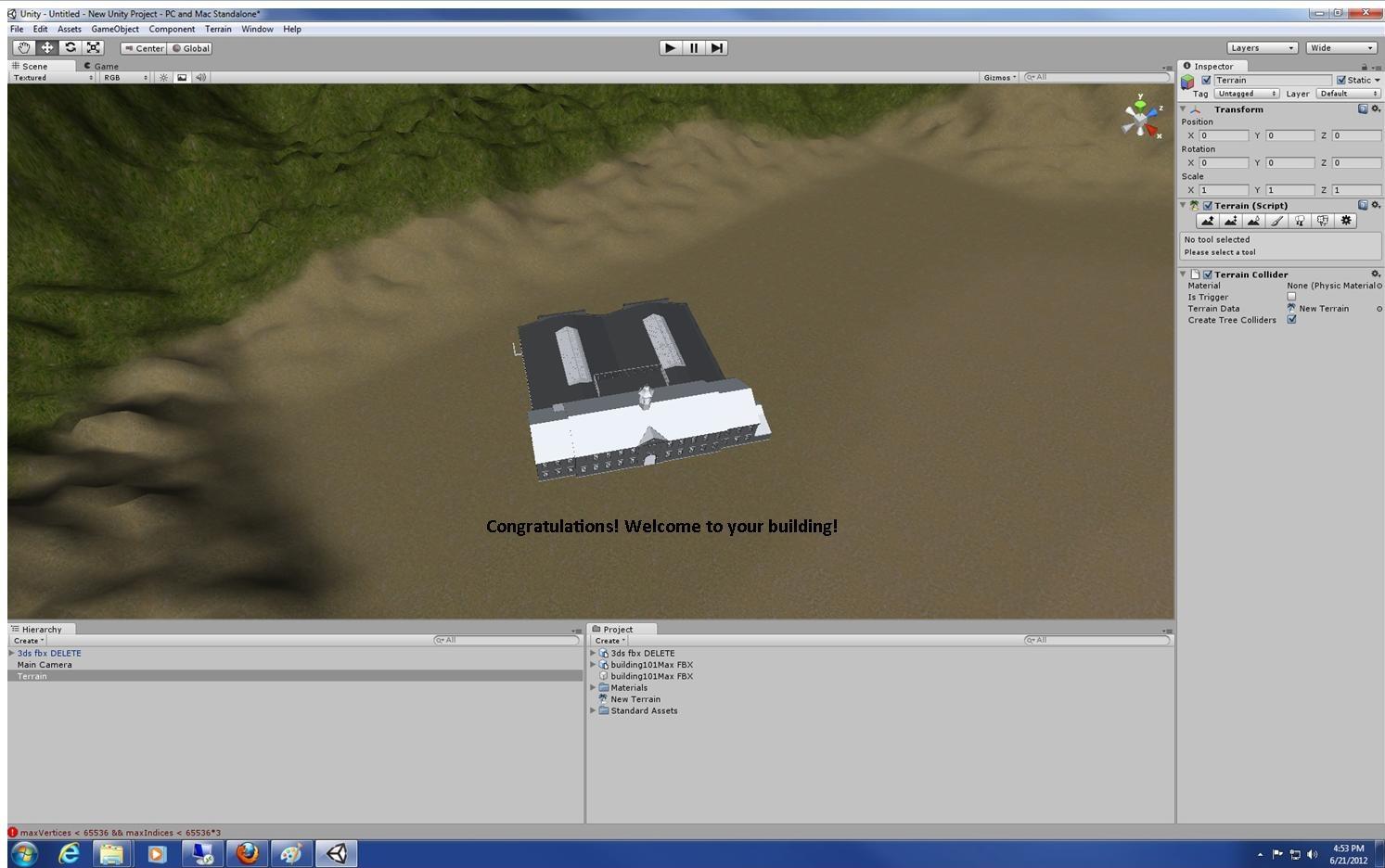
**Figure 17:** Changing the Model’s Scale Factor to One (1)

1. Drag the FBX model file into the *Hierarchy* window to add it to the scene.
   1. Alternatively, you may also drag the model file into the *Scene* from *Project* window.
2. Hit *Apply* on the popup window saying “Unapplied Import Settings” shown in Figure 18.



**Figure 18:** Applying Unapplied Import Settings to the Model

1. Model will be imported into the scene which may take some time depending on size of the model. See Figure 19.



**Figure 19:** Finished Model Imported

1. Model can now be changed, moved etc. with the same functionality as any other asset.